

STARFINDER

Alien Character Deck



55 Cards

ANDROID



ANDROID



LAND
30 FEET

HUMANOID (ANDROID)

Constructed: For effects targeting creatures by type, androids count as both constructs and humanoids (whichever type allows an ability to affect them for abilities that affect only one type, and whichever is worse for abilities that affect both types). They receive a +2 racial bonus to saving throws against disease, mind-affecting effects, poison, and sleep, unless those effects specifically target constructs. In addition, androids do not breathe or suffer the normal environmental effects of being in a vacuum.

Darkvision: Androids have darkvision with a range of 60 feet.

Flat Affect: Androids find emotions confusing and keep them bottled up. They take a -2 penalty to Sense Motive checks, but the DCs of Sense Motive checks attempted against them increase by 2.

Low-Light Vision: Androids have low-light vision.

Upgrade Slot: Androids have a single armor upgrade slot in their bodies. Regardless of whether androids are wearing physical armor, they can use this slot to install any one armor upgrade that could be installed into light armor.

ASTRAZOAN





ASTRAZOAN

LAND
30 FEET

ABERRATION (SHAPECHANGER)

Change Form: As a standard action, an astrazoan can physically alter their form to look like any Medium creature, as long as they have seen a similar creature before. They can attempt to either mimic a specific creature or look like a general creature of the chosen type. The astrazoan gains a +10 bonus to Disguise checks to appear as a creature of the type and subtype of the new form. The DC of the astrazoan's Disguise check is not modified as a result of altering major features or if they disguise themselves as an aberration or a humanoid (though the DC is still modified if the astrazoan attempts to disguise themselves as a different creature type). The astrazoan can remain in an alternate form indefinitely (or until they take another form).

Compression: See *Alien Archive* page 20.

Darkvision: Astrazoans have darkvision with a range of 60 feet.

Many Forms: For effects targeting creatures by type, astrazoans count as both aberrations and humanoids.

Rapid Revival: Once per day, when an astrazoan takes a 10-minute rest to regain Stamina Points, they can additionally recover Hit Points as though they had taken a full night's rest.

BANTRID





BANTRID

LAND
40 FEET

ABERRATION

Anosmatic: Bantrids have no sense of smell and are immune to sense-dependent effects that rely on smell.

Balanced: Bantrids receive a +2 racial bonus to AC against trip combat maneuvers and can stand up from prone as a swift action.

Daredevil: Bantrids receive a +2 racial bonus to Acrobatics checks.

Darkvision: Bantrids have darkvision with a range of 60 feet.

BARATHU
[EARLY STAGE]



BARATHU [EARLY STAGE]

LAND
0 FEET

ABERRATION

Darkvision: Barathus have darkvision with a range of 60 feet.

Early Stage Adaptation: Once every 1d4 rounds as a swift action, an early stage barathu can reshape their body to gain one of the following qualities. The adaptation lasts until the beginning of the character's next turn.

- ☼ The barathu adds an additional amount of damage to melee attacks equal to their Strength modifier.
- ☼ The barathu gains a +1 racial bonus to AC.
- ☼ The barathu gains a land speed of 15 feet.
- ☼ The barathu gains resistance 2 against a single energy type (acid, cold, electricity, fire, or sonic).
- ☼ The barathu gains a reach of 10 feet.

Floater: Early stage barathus have an extraordinary fly speed of 30 feet with average maneuverability.

Limited Telepathy: Barathus have limited telepathy with a range of 30 feet.

Strange Anatomy: Early stage barathus gain a +1 racial bonus to Fortitude saving throws.

BEAR, UPLIFTED





REACH
5 FEET



LAND
40 FEET

BEAR, UPLIFTED

MAGICAL BEAST

Climber: Uplifted bears have a climb speed of 20 feet.

Ferocious Charge: When an uplifted bear charges, they can attempt a trip combat maneuver in place of the normal melee attack. In addition, the bear can charge without taking the normal charge penalties to their attack roll or AC. If the bear has another ability that allows them to charge without taking these penalties (such as the charge attack ability from the soldier's blitz fighting style), they also gain the ability to charge through difficult terrain.

Limited Augmentation: The only augmentations that can be installed in an uplifted bear's brain are datajacks and the mechanic's custom rig.

Limited Telepathy: Uplifted bears have limited telepathy with a range of 30 feet.

Low-light Vision: Uplifted bears have low-light vision.

Natural Survivor: Uplifted bears have a +2 racial bonus to Life Science and Survival checks.

Natural Weapons: Uplifted bears have natural weapons that function like those of vesk (*Starfinder Core Rulebook* 52), except the bears' natural weapons deal slashing damage.

BOLIDA





BOLIDA

LAND
30 FEET

VERMIN

Blindsense (vibration): 30 feet

Burrow: Bolidas have a burrow speed of 30 feet.

Chitinous Plates: Bolidas gain a +1 racial bonus to AC.

Darkvision: Bolidas have darkvision with a range of 60 feet.

Defensive Ball: As a move action, a bolida can roll its body into a nearly impenetrable defensive ball. While rolled up this way, a bolida can only uncurl itself as a move action, take the total defense action (its bonus to AC is increased to +5), or use its rolling charge ability.

Fire Affinity: Bolidas have resistance to fire 5, which stacks with one other source of fire resistance.

Light Blindness: See *Alien Archive 2* page 151.

Low-Light Vision: Bolidas have low-light vision.

Rolling Charge: A bolida in a defensive ball can charge without taking the normal charge penalties to the attack roll or its AC, and it gains a +5 circumstance bonus to AC against attacks of opportunity during its movement. It can't make a melee attack at the end of its movement, but it can instead attempt either a bull rush or reposition combat maneuver against its target with a +4 circumstance bonus to the attack roll. A bolida can't use this ability again until it takes a 10-minute rest to recover Stamina Points.

BORAI





BORAI

LAND
30 FEET

UNDEAD

Darkvision: Borais have darkvision with a range of 60 feet.

Deathly: For effects targeting creatures by type, borais count as both humanoids and undead (whichever effect is worse). They do not gain normal undead immunities, but they are immune to negative energy damage and gain a +1 racial bonus to saving throws against disease, exhaustion, fatigue, mind-affecting effects, paralysis, poison, sleep effects, and stunning.

Living Shell: A borai counts as a living creature for the purposes of what can affect them (such as magic healing). If destroyed, a borai can be brought back to their normal undead state by spells (such as raise dead) that restore life to their body as if they were alive.

Old Talents: Borais' not-quite-dead bodies still have some of their old racial traits from their original living form. See *Pact Worlds* page 211.

Resist Energy Drain: A borai takes no penalties from energy drain effects, but they can still be destroyed if they accrue more negative levels than they have class levels. After 24 hours, any negative levels a borai has taken are removed without the need for an additional saving throw.

BRENNERI





LAND
30 FEET

BRENNERI

HUMANOID (BRENNERI)

Astute: Brenneris gain a +2 racial bonus to Diplomacy and Sense Motive checks.

Darkvision: Brenneris have darkvision with a range of 60 feet.

Favored Object: A brenneri can designate any object they own of negligible bulk as a favored object. Once per day, when a brenneri spends a Resolve Point and takes a 10 minute rest to regain Stamina Points, they can focus on a favored object during the rest and recover Hit Points equal to half their level (minimum 1).

Hold Breath: Brenneris can hold their breath for 10 minutes, and taking actions doesn't reduce this duration (see Suffocation and Drowning on page 404 of the *Starfinder Core Rulebook*).

Swimmer: Brenneris have a swim speed of 20 feet.

CONTEMPLATIVE





CONTEMPLATIVE

LAND
5 FEET

MONSTROUS HUMANOID

Applied Knowledge: Once per day before attempting a skill check or saving throw against a creature, a contemplative can use its bonus for the skill associated with that creature's type (such as Life Science for an ooze or Mysticism for an outsider) in place of its normal bonus.

Atrophied: A contemplative's limbs are practically vestigial. A contemplative can manipulate most tools and one-handed weapons (including small arms) without difficulty, but it takes a -4 penalty to attack rolls with two-handed weapons. A contemplative also can't fly while wielding a two-handed weapon.

Blindsense (thought): Contemplatives have blindsense (thought) with a range of 30 feet.

Darkvision: Contemplatives have darkvision with a range of 60 feet.

Limited Telepathy: Contemplatives have limited telepathy with a range of 30 feet.

Psychic Flight: Contemplatives have a supernatural fly speed of 30 feet with average maneuverability.

COPAXI





COPAXI

LAND
30 FEET

HUMANOID (COPAXI)

Blindsense (scent): Copaxis have blindsense (scent) with a range of 30 feet.

Gravity Adjustment: A copaxi can adjust their personal gravity as a standard action. A copaxi can treat high or low gravity as standard gravity or treat standard gravity as high or low gravity. These adjustments only affect the copaxi and anything the copaxi is carrying; they don't affect thrown weapons. The copaxi can't adjust to or from extreme or zero gravity. This adjustment remains in effect until the copaxi spends another standard action to return to their environment's natural gravity. Entering an environment with a different gravity also cancels the copaxi's ongoing adjustment.

Natural Communicator: Each time a copaxi gains a rank in Culture, they learn two languages rather than one.

Regenerative Evolution: Each time a copaxi gains a level, they can retrain all the choices of one previous character level, as though they had used a mnemonic editor (*Starfinder Core Rulebook* 226). They must qualify for any new selections at the retrained level.

DRAGONKIN





REACH
10 FEET



LAND
30 FEET

DRAGONKIN

DRAGON

Breath Weapon: As a standard action, a dragonkin can breathe a 30-foot cone of flame that deals 1d6 fire damage. A creature in the cone can attempt a Reflex save for half damage (DC = 10 + half the dragonkin's character level + their Constitution modifier). See *Alien Archive* page 41.

Darkvision: Dragonkin have darkvision with a range of 60 feet.

Draconic Immunities: Dragonkin are immune to sleep effects and gain a +2 racial bonus to saving throws against effects that cause paralysis.

Flight: Dragonkin have an extraordinary fly speed of 30 feet with average maneuverability. Until a dragonkin is 5th level, they must end their movement on the ground at the end of each turn or fall.

Low-Light Vision: Dragonkin have low-light vision.

Partner Bond: A dragonkin can form a permanent bond with one willing non-dragonkin creature. A dragonkin and their partner can communicate with each other as if they both had telepathy with a range of 100 feet. In combat, when a dragonkin is within 30 feet of their partner, both creatures roll initiative checks separately and treat the higher result as the result for both of them.

EMBRI





EMBRI

LAND
30 FEET

ABERRATION

Darkvision: Embri have darkvision with a range of 60 feet.

Masked Emotions: An embri loses its immunity to charm effects and its +2 racial bonus to saving throws against enchantment spells and effects when it isn't wearing a mask over its face. In addition, while unmasked, it must roll twice for any Sense Motive check it attempts and take the lower result.

Shielded Thoughts: Embri are immune to magical charm effects and receive a +2 racial bonus to saving throws against enchantment spells and effects.

Wary: Embri gain a +2 racial bonus to Sense Motive checks.

FORMIAN



FORMIAN



LAND
30 FEET

MONSTROUS HUMANOID

Blindsense (scent): Formians have blindsense (scent) with a range of 30 feet.

Darkvision: Formians have darkvision with a range of 60 feet.

Limited Telepathy: Formians have limited telepathy with a range of 30 feet.

Natural Weapons: Formians can attack with a special unarmed strike that deals lethal piercing damage, doesn't count as archaic, and threatens squares. Formians gain a special version of the Weapon Specialization feat with this unarmed strike at 3rd level, allowing them to add $1\text{-}1/2 \times$ their character level to their damage rolls for this unarmed strike (instead of just adding their character level).

Sonic Resistance: Thanks to the chitinous plates that cover them, formians have sonic resistance 5.

GHORAN





GHORAN

LAND
30 FEET

PLANT

Size: Sapling ghorans are Small, while oakling ghorans are Medium.

Delicious: Ghorans take a -2 penalty to attack rolls and Acrobatics checks to escape a grapple against a creature that uses the grab ability with a bite natural weapon.

Limited Plant Benefits: Ghorans don't gain the standard immunities associated with creatures of the plant type. Instead, they gain a +2 racial bonus to saving throws against mind-affecting effects, paralysis, poison, polymorph, sleep, and stunning effects, unless the effect specifies that it is effective against plants.

Past-Life Knowledge: Choose two skills from the following list: Computers, Culture, Engineering, Life Science, Medicine, Mysticism, Physical Science, and Profession (each Profession chosen separately). The ghoran adds the chosen skills to their list of class skills or gains a +2 racial bonus to checks with those skills if they are already class skills.

Photosynthesis: Ghorans undergo photosynthesis to gain nutrition. A ghoran can go without light (either sunlight or UV light) for 3 days, after which they must attempt Constitution checks to avoid starvation.

GNOLL





GNOLL

LAND
30 FEET

HUMANOID (GNOLL)

Ability Adjustments: +2 Str, +2 Con, -2 Int

Hit Points: 6

Blindsense (scent): Gnolls have blindsense (scent) with a range of 30 feet.

Darkvision: Gnolls have darkvision with a range of 60 feet.

Natural Weapons: Gnolls can attack with a special unarmed strike that deals lethal damage, doesn't count as archaic, and threatens squares. Gnolls gain a special version of the Weapon Specialization feat with this unarmed strike at 3rd level, allowing them to add $1\frac{1}{2} \times$ their character level to their damage rolls for this unarmed strike (instead of just adding their character level, as usual).

Rugged Travel: Each time they move, gnolls can move through the first square of nonmagical difficult terrain at their normal speed.

Self-Sufficient: Gnolls gain a +2 racial bonus to Survival checks.

Gnolls are hyena-headed humanoids with a reputation as bloodthirsty raiders, scavengers, and cannibals. They are capable hunters who respect power and strength over station or role, and most gnolls would believe their own survival takes precedence over any kind of morality.

GOBLIN, SPACE





GOBLIN, SPACE

LAND
35 FEET

HUMANOID (GOBLINOID)

Darkvision: Space goblins have darkvision with a range of 60 feet.

Scrounger: Space goblins receive a +2 racial bonus to Engineering, Stealth, and Survival checks.

Tinker: As a move action, a space goblin can remove the penalties associated with the broken condition from a single piece of equipment until the start of their next turn. The item then becomes unusable for 10 minutes (and retains the broken condition after that until it is fixed).

GRIPPLI





GRIPPLI

LAND
30 FEET

HUMANOID (GRIPPLI)

Ability Adjustments: +2 Dex, +2 Wis, -2 Str

Hit Points: 2

Camouflage: Gripplis gain a +2 racial bonus to Stealth checks in marshes and forests.

Climber: Gripplis have a climb speed of 20 feet.

Darkvision: Gripplis have darkvision with a range of 60 feet.

Jumper: Gripplis are always considered to have a running start when attempting Athletics checks to jump.

Swamp Stride: Gripplis can move through nonmagical difficult terrain in marshes and swamps at their normal speed.

Weapon Familiarity: Gripplis are proficient with nyfiber nets.

Gripplis are small humanoids that resemble brightly colored tree frogs. Gripplis have had access to advanced technology for only a relatively short time, as interstellar trade has transformed their traditional hunting and gathering culture. Gripplis are still rare in the wider galaxy, but more and more of them are embracing modern technology, and they're eager to explore the galaxy and meet its inhabitants.

HAAN





REACH
10 FEET



LAND
30 FEET

HAAN

MONSTROUS HUMANOID

Darkvision: Haans have darkvision with a range of 60 feet.

Firespray: As a standard action, a haan can create a 30-foot cone of flame that deals 1d6 fire. Starting at 3rd level, a haan adds $1\frac{1}{2} \times$ their character level to the damage. A creature in the cone can attempt a Reflex save (DC = 10 + half the haan's character level + their Constitution modifier) for half damage. A haan can't use this ability again until they have taken a 10-minute rest to recover Stamina Points.

Slow Fall: A haan in an environment with atmosphere can slow their fall by inflating a web balloon as a reaction. This is an extraordinary ability that functions as per *flight* cast at 1st level.

HANAKAN





HANAKAN

LAND
40 FEET

MAGICAL BEAST

Atmospheric Adaptation: Hanakans' exposure to a variety of atmospheres has made them immune to inhaled poisons and acclimated to thin and thick atmospheres (*Core Rulebook* 396).

Climber: Hanakans have a climb speed of 20 feet.

Darkvision: Hanakans have darkvision with a range of 60 feet.

Hanakan Magic: Hanakans gain the following spell-like abilities: 1/day—*wisp ally*; At will—*detect magic*, *token spell*. The caster level for these effects is equal to the hanakan's character level.

Low-Light Vision: Hanakans have low-light vision.

Studied: Hanakans gain a +2 racial bonus to Medicine and Mysticism checks.

HOBGOBLIN





LAND
30 FEET

HOBGOBLIN

HUMANOID (GOBLINOID)

Battle Hardened: Hobgoblins are trained for combat from an early age, and they quickly learn that a foe can do much more than inflict damage. Hobgoblins gain a +1 racial bonus to AC against combat maneuvers.

Darkvision: Hobgoblins have darkvision with a range of 60 feet.

Fearsome: Hobgoblins gain a +2 racial bonus to Intimidate checks.

Sneaky: Hobgoblins gain a +2 racial bonus to Stealth checks.

HUMAN





HUMAN

LAND
30 FEET

HUMANOID (HUMAN)

Bonus Feat: Humans select one extra feat at 1st level.
Skilled: Humans gain an additional skill rank at 1st level and each level thereafter.

IJTIKRI



IJTIKRI

LAND
30 FEET

ABERRATION

Darkvision: Ijtikris have darkvision with a range of 60 feet.

Hardened Mantle: Ijtikris have a +4 racial bonus to saving throws against critical hit effects. In addition, they reduce the damage they take from a critical hit by an amount equal to their character level or CR + their Constitution bonus to a minimum of 1 unless reduced by other means.

Ijtikri Movement: An ijtikri has a swim speed of 30 feet, and when crawling, an ijtikri can move at half their land speed. An ijtikri gains Kip Up as a bonus feat without meeting that feat's prerequisites.

Mineral Signature: Ijtikri traits vary based on where the individual developed, granting a +2 racial bonus to a skill, as well as a spell-like ability usable once per day. Caster level equals the ijtikri's level or CR. The skill and spell-like ability are as follows:

Indigo: Stealth, keen senses

Crimson: Diplomacy, share language

Gray: Survival, wisp ally

IKESHTI





IKESHTI

LAND
30 FEET

HUMANOID (IKESHTI)

Desert Survivor: An ikeshti can go without water for 3 days plus a number of hours equal to their Constitution score before needing to attempt Constitution checks to avoid nonlethal damage.

Natural Climber: Ikeshtis have a climb speed of 15 feet.

Shed Skin: As part of the action to attempt the check, an ikeshti can shed a portion of their skin to gain a +4 bonus to Acrobatics checks to escape from grapples, pins, and restraints.

Squirt Blood: As a move action, an ikeshti can squirt blood from one of their eyes at a foe within 30 feet, making a ranged attack against the target's KAC. A successful hit grants the next ally who hits that foe the benefit of harrying fire against it (*Starfinder Core Rulebook* 247). An ikeshti can use this ability once per day plus one additional time per day for every 5 character levels they have.

IZALGUUN





IZALGUUN

LAND
40 or 20 FT.

MONSTROUS HUMANOID

Darkvision: Izalguuns have darkvision with a range of 60 feet.

Posture: Izalguuns can walk on two limbs or four. As a move action, an izalguun can switch between a bipedal and a quadrupedal posture. When in their quadrupedal posture, an izalguun has a land speed of 40 feet and a reach of 5 feet. While in their bipedal posture, an izalguun has a land speed of 20 feet, a reach of 10 feet, and gains the multiarmed (4) ability.

Multiarmed (4): An izalguun in bipedal posture has four arms and can wield and hold up to four hands' worth of weapons and equipment. While this increases the number of items they can have at the ready, it doesn't increase the number of attacks an izalguun can make during combat.

Tech Savvy: Izalguuns gain a +2 racial bonus to Computers and Engineering checks.

KALO





KALO

LAND
20 FEET

MONSTROUS HUMANOID (AQUATIC)

Blindsight (sound): Kalos have innate sonar, granting them blindsight (sound) with a range of 60 feet.

Cold Resistance: Kalos are used to swimming in icy water and have cold resistance 5.

Low-Light Vision: Kalos have low-light vision.

Stealthy Swimmer: Kalos have a swim speed of 50 feet and gain a +4 bonus to Stealth checks when in water.

Water Breathing: Kalos require water to breathe, but they can't breathe air.

KASATHA





KASATHA

LAND
30 FEET

HUMANOID (KASATHA)

Desert Stride: Kasathas can move through nonmagical difficult terrain in deserts, hills, and mountains at their normal speed.

Four-Armed: Kasathas have four arms, which allows them to wield and hold up to four hands' worth of weapons and equipment. While their multiple arms increase the number of items they can have at the ready, it doesn't increase the number of attacks they can make during combat.

Historian: Due to their in-depth historical training and the wide-ranging academic background knowledge they possess, kasathas receive a +2 racial bonus to Culture checks.

Natural Grace: Kasathas receive a +2 racial bonus to Acrobatics and Athletics checks.

KHIZAR





KHIZAR

LAND
30 FEET

HUMANOID (KHIZAR, PLANTLIKE)

Blindsense (vibration): 30 feet

Blindsight (life): 30 feet

Carbonic Respiration: Khizar breathes in carbon dioxide and exhale oxygen. In situations of slow suffocation, a khizar reduces the effective number of creatures consuming air by two.

Evergreen: For effects targeting creatures by type, khizar count as both humanoids and plants. They receive a +2 racial bonus to saving throws against mind-affecting effects, paralysis, poison, sleep effects, and stunning, unless the effect specifies that it works against plants. Khizar can go without food for three times longer than other humanoids as long as they are exposed to natural sunlight for at least 4 hours per day.

Limited Telepathy: 30 feet. Khizar can't speak and can communicate only via telepathy.

Natural Empathy: Khizar receive a +2 racial bonus to Life Science and Survival checks. Additionally, they can use their limited telepathy to communicate with non-mindless creatures of the plant type.

Senses: Khizar have no eyes or visual senses but can perceive the presence or absence of light.

KITSUNE





KITSUNE

LAND
30 FEET

HUMANOID (KITSUNE, SHAPECHANGER)

Ability Adjustments: +2 Dex, +2 Cha, -2 Str

Hit Points: 4

Agile: Kitsune gain a +2 racial bonus to Acrobatics and Athletics checks.

Change Shape: As a standard action, a kitsune can assume the appearance of a specific single Medium humanoid. The kitsune always takes this specific form when using this ability. The kitsune gains a +10 racial bonus to Disguise checks to appear as that type of humanoid. This ability otherwise functions as *disguise self*, except that the kitsune can remain in this form indefinitely.

Kitsune Magic: Kitsune gain the following spell-like abilities: 3/day—*dancing lights*, At will—*token spell*. The caster level for these effects is equal to the kitsune's character level.

Low-Light Vision: Kitsune have low-light vision.

Kitsune are a species of shapechangers with two forms: an anthropomorphic fox (their true form) and an attractive humanoid. Kitsune have a well-deserved reputation as duplicitous tricksters, but they are good-natured and value friendship and loyalty.

KOBOLD





KOBOLD

LAND
30 FEET

HUMANOID (KOBOLD)

Ability Adjustments: +2 Dex, +2 Cha, -2 Con

Hit Points: 2

Armored Scales: Kobolds gain a +1 racial bonus to AC.

Crafty: Kobolds gain a +2 racial bonus to Engineering, Perception, and Physical Science checks.

Darkvision: Kobolds have darkvision with a range of 60 feet.

Dragon-Scaled: Kobolds gain energy resistance based on the color of their scales and the dragons they resemble. Black-scaled kobolds, copper-scaled kobolds, and green-scaled kobolds gain acid resistance 5. Blue-scaled kobolds and bronze-scaled kobolds gain electricity resistance 5. Red-scaled kobolds, brass-scaled kobolds, and gold-scaled kobolds gain fire resistance 5. White-scaled kobolds and silver-scaled kobolds gain cold resistance 5. A kobold can stack this natural resistance with one other form of energy resistance.

Kobolds are small, reptilian humanoids who claim descent from true dragons, which gives them a self-confidence that belies their size. Kobolds thrive in close quarters and have spread throughout the galaxy, where they are known as ingenious engineers.

LASHUNTA





LASHUNTA

LAND
30 FEET

HUMANOID (LASHUNTA)

Lashunta Magic: Lashuntas gain the following spell-like abilities: 1/day: *detect thoughts*; At will: *daze*, *psychokinetic hand*. The caster level for these effects is equal to the lashunta's level.

Limited Telepathy: Lashuntas have limited telepathy with a range of 30 feet.

Student: Lashuntas love to learn, and they receive a +2 racial bonus to any two skills of their choice.

MARAQUOI





MARAQUOI

LAND
30 FEET

HUMANOID (MARAQUOI)

Blindsense (sound): Maraquoi sense sound through their skin rather than with ears, gaining blindsense (sound) with a range of 30 feet.

Climber: Maraquoi have a climb speed of 20 feet.

Low-Light Vision: Maraquoi have low-light vision.

Natural Hunter: Maraquoi receive a +2 racial bonus to Survival skill checks.

Prehensile Tail: A maraquoi's tail is as effective as a hand at manipulating objects, allowing them to wield and hold up to three hands' worth of weapons and equipment. This doesn't increase the number of attacks they can make during combat.

MORLAMAW





REACH
10 FEET



LAND
20 FEET

MORLAMAW

MONSTROUS HUMANOID (AQUATIC)

Amphibious: Morlamaws are able to breathe both water and air normally.

Cold Resistance: Morlamaws are accustomed to swimming in frigid and icy waters; they have cold resistance 5.

Darkvision: Morlamaws have darkvision with a range of 60 feet.

Natural Weapons: Morlamaws can attack with a special unarmed strike that deals lethal piercing damage, doesn't count as archaic, and threatens squares. Morlamaws gain a special version of the Weapon Specialization feat with this unarmed strike at 3rd level, allowing them to add $1\frac{1}{2} \times$ their character level to their damage rolls for this unarmed strike (instead of just adding their character level).

Swimmer: Morlamaws have a swim speed of 40 feet.

NUAR





NUAR

LAND
40 FEET

MONSTROUS HUMANOID

Darkvision: Nuars have darkvision with a range of 60 feet.

Gore: A nuar can charge without taking the normal charge penalties to the attack roll or their AC. If the nuar has another ability that allows them to charge without taking these penalties (such as the charge attack ability from the soldier's blitz attack fighting style), the nuar also gains the ability to charge through difficult terrain.

Maze Mind: A nuar can attempt a special level-based Wisdom check (1d20 + level + Wisdom bonus) instead of using their total bonus in the Piloting skill to navigate or their total bonus in the Survival skill for orienteering. A nuar with 1 or more ranks in Piloting or Survival also gains a +2 racial bonus to checks with that skill.

Natural Weapons: Nuars can attack with a special unarmed strike that deals lethal piercing damage, doesn't count as archaic, and threatens squares. Nuars gain a special version of the Weapon Specialization feat with this unarmed strike at 3rd level, allowing them to add $1\frac{1}{2} \times$ their character level to their damage rolls for this unarmed strike (instead of just adding their character level).

OSHARU





OSHARU

LAND
25 FEET

MONSTROUS HUMANOID

Darkvision: Osharus have darkvision with a range of 60 feet.

Pious Scientist: Osharus regard religion and science as a singular concept, using their understanding of each to enhance the other. An osharu can use Life Science to identify creatures normally identified using Mysticism and vice versa.

Polymath: Osharus spend their lives acquiring vast amounts of knowledge. Once per day, an osharu can automatically succeed at an attempt to aid another on an Intelligence-based skill check.

Slime: As a swift action, an osharu can excrete slime into an empty adjacent square, causing that square to become difficult terrain. An osharu can use this ability 1d4 times per day before they must rest for at least 8 hours to replenish their slime stores.

Susceptible to Salt: A handful or more of salt or a splash of salt water deals 1d6 damage to an osharu, and full immersion in salt water deals 4d6 damage per round. These effects are negated by the environmental protections built into most armor.

Swimmer: Osharus have a swim speed of 25 feet.

PAHTRA





PAHTRA

LAND
30 FEET

MONSTROUS HUMANOID

Darkvision: Pahtras have darkvision with a range of 60 feet.

Low-Light Vision: Pahtras have low-light vision.

Nimble: An off-kilter pahtra doesn't gain the flat-footed condition or take the normal penalty to attacks, and they can steady themselves as a swift action instead of a move action.

Talented: Pahtras gain a +2 racial bonus to Acrobatics checks, Stealth checks, and checks with one Profession of their choice.

Wary: Pahtras gain a +2 racial bonus against charm and compulsion effects.

QUORLU





QUORLU

LAND
25 FEET

MONSTROUS HUMANOID

Darkvision: Quorlus have darkvision with a range of 60 feet.

Endothermic: A quorlu has resistance 5 to fire that stacks with one other source of fire resistance.

Lithic: Quorlus gain a +2 racial bonus to saving throws against bleed, disease, and poison effects, and they can't benefit from drugs, medicinals, or similar nonmagical substances. In addition, quorlus don't breathe or suffer the normal environmental effects of being in a vacuum.

Low-Light Vision: Quorlus have low-light vision.

Multiarmed (3): A quorlu has three arms and can wield and hold up to three hands' worth of weapons and equipment.

Stable: A quorlu gains a +4 racial bonus to AC against combat maneuvers to bull rush, reposition, or trip.

Susceptible to Cold: When a quorlu takes cold damage, they become fatigued for 1 round.

Tunneler: A quorlu can dig through soil at a rate of 5 feet per minute and through stone at a rate of 1 foot per minute. A quorlu can leave a tunnel behind when they dig.

Unflankable: Flanking a quorlu does not grant any bonuses, and abilities that function only against a flanked creature do not function against a quorlu.

RYPHORIAN





RYPHORIAN

LAND
30 FEET

HUMANOID (RYPHORIAN)

Bonus Feat: Ryphorians gain a bonus feat at 1st level.

Keen Senses: Ryphorians' distinctive ears help them hear precisely, granting a +2 bonus to Perception checks.

Low-Light Vision: Ryphorians have low-light vision.

Trimorphic: Summerborn ryphorians gain fire resistance 5. Winterborn ryphorians gain cold resistance 5. Transitional ryphorians gain cold and fire resistance 2, and when in conditions of severe cold or heat, they have to attempt Fortitude saves only once per hour instead of once every 10 minutes. A ryphorian can stack this natural resistance with one other form of resistance.

SAMSARAN





SAMSARAN

LAND
30 FEET

HUMANOID (SAMSARAN)

Ability Adjustments: +2 Int, +2 Wis, -2 Con

Hit Points: 4

Lifebound: Samsarans gain a +2 racial bonus to saving throws against death effects, saving throws to remove negative levels, and Constitution checks for long-term stability.

Low-Light Vision: Samsarans have low-light vision.

Samsaran Magic: Samsarans gain the following spell-like abilities: 1/day—*comprehend languages*, *share memory*^{COM}, *stabilize*. The caster level for these effects is equal to the samsaran's character level.

Shards of the Past: As a legacy of their past lives, samsarans gain a +2 racial bonus to any two skills of their choice.

Samsarans are mysterious humanoids who experience an endless cycle of birth to death to rebirth. When a samsaran dies, they reincarnate into a young samsaran to live a new life. The memories of their past lives are hazy and indistinct, but most samsarans seek lives of balance and enlightenment to ensure their continuing rebirth.

SARCESIAN





REACH
10 FEET



LAND
30 FEET

SARCESIAN

HUMANOID (SARCESIAN)

Low-Light Vision: Sarcesians have low-light vision.

Skilled: Sarcesians gain an additional skill rank at 1st level and each level thereafter.

Void Flyer: Sarcesians can go 1 hour without breathing and can exist in a vacuum without suffering the associated environmental effects. When in a vacuum, they automatically grow wings made from pure energy that grant them a supernatural fly speed of 60 feet (average maneuverability) but that work only in a vacuum.

SHIRREN





SHIRREN

LAND
30 FEET

HUMANOID (SHIRREN)

Blindsense (vibration): Shirrens' sensitive antennae can detect vibrations in the air, granting them blindsense (vibration) with a range of 30 feet.

Communalism: Shirrens are used to working with others as part of a team. Once per day, as long as an ally is within 10 feet, a shirren can roll a single attack roll or skill check twice and take the higher result.

Cultural Fascination: Shirrens are eager to learn about new cultures and societies. Shirrens receive a +2 racial bonus to Culture and Diplomacy checks.

Limited Telepathy: Shirrens have limited telepathy with a range of 30 feet.

SHOBHAD





REACH
10 FEET



LAND
40 FEET

SHOBHAD

MONSTROUS HUMANOID

Darkvision: Shobhads have darkvision with a range of 60 feet.

Four-Armed: Shobhads have four arms, which allows them to wield and hold up to four hands' worth of weapons and equipment. While this increases the number of items they can have at the ready, it doesn't increase the number of attacks shobhads can make during combat.

Shobhad Ferocity: Once per day, a shobhad brought to 0 Hit Points but not killed can fight on for 1 more round. The shobhad drops to 0 HP and is dying (following the normal rules) but can act normally until the end of their next turn, when they become unconscious as normal. If they would lose additional Hit Points before this, they cease to be able to act and falls unconscious.

Weathered: Shobhads have cold resistance 5, which stacks with one other source of cold resistance.

SKITTERMANDER





SKITTERMANDER

LAND
30 FEET

HUMANOID (SKITTERMANDER)

Grappler: Skittermanders gain a +2 racial bonus to grapple combat maneuvers.

Hyper: Once per day, a skittermander can take an extra move action.

Low-Light Vision: Skittermanders have low-light vision.

Six-Armed: Skittermanders have six arms, which allow them to wield and hold up to six hands' worth of weapons and equipment. While this increases the number of items a skittermander can have at the ready, it doesn't increase the number of attacks that a skittermander can make during combat.

SRO





SRO

LAND
30 FEET

CONSTRUCT (TECHNOLOGICAL)

Darkvision: SROs have darkvision with a range of 60 feet.
Healing Circuit: SROs count as living creatures for the purposes of magic healing effects that work on living creatures, though the number of HP restored in such cases is halved. A character must use the Engineering skill to perform the tasks of the Medicine skill on SROs. SROs also heal naturally over time as living creatures do. See *Pact Worlds* page 213.

Integrated Equipment: An SRO has an internal, integrated standard datajack and comm unit. An SRO has an additional built-in cybernetic component with an item level no greater than half the SRO's character level. See *Pact Worlds* page 213.

Robotic: SROs are immune to bleed, disease, death effects, poison, nonlethal damage, and sleep effects unless those effects specify they affect constructs. SROs can be affected by effects or spells that normally target only humanoids, but receive a +4 racial bonus to saving throws against such effects. SROs must recharge their internal batteries by going off-line, similar to sleeping for 8 hours every day. SROs do not breathe or suffer the effects of vacuum. See *Pact Worlds* page 213.

STRIX





STRIX

LAND
20 FEET

HUMANOID (STRIX)

Darkvision: Strix have darkvision with a range of 60 feet.

Flight: Strix have an extraordinary fly speed of 30 feet with average maneuverability.

Nightborn: Strix gain a +2 racial bonus to Perception and Stealth checks in dim light or darkness.

Suspicious: Strix receive a +2 racial bonus to saving throws against illusion spells and effects.

Tinkerer: Strix have a natural eye for technology and can craft such items at incredible speed. It takes a strix a base time of 2 hours to craft a technological item.

TROX





REACH
10 FEET



LAND
40 FEET

TROX

MONSTROUS HUMANOID

Darkvision: Trox have darkvision with a range of 60 feet.

Bulwark: When a trox fights defensively or takes the total defense action, they can grant half the bonus to AC granted by that action to an adjacent ally.

Burrower: Trox have a burrow speed of 20 feet.

Chitin: Trox chitin can help deflect effects, granting trox a +1 racial bonus to Reflex saves.

Frenzy: Once per day when a significant enemy causes an ally to take HP damage, a trox can fly into a frenzy, gaining a +2 racial bonus to melee attack rolls and a -2 penalty to AC for 1 minute.

Grappler: Trox gain a +2 racial bonus to grapple combat maneuvers.

Spiritual Fervor: Trox gain a +2 racial bonus to Intimidate and Mysticism skill checks.

Vestigial Arms: A trox's four vestigial arms can be used to hold, draw, or put away items of negligible bulk, but not to make attacks, wield weapons, or use items.

UROG





REACH
5 FEET



LAND
20 FEET

UROG

MAGICAL BEAST

Blunt: Urogs are matter-of-fact creatures who value frankness and getting to the heart of a matter far more than protecting the feelings of others. Urogs take a -2 penalty to Bluff and Diplomacy checks.

Darkvision: Urogs have darkvision with a range of 60 feet.

Electrical Resistance: Urogs have electricity resistance 5, which stacks with one other source of electricity resistance.

Electrolocation: An urog who is in contact with a crystalline or metallic surface can detect the presence of other creatures within 60 feet that are also in contact with the same surface, even through walls and other obstacles. This otherwise functions as blindsense (vision).

Limited Telepathy: Urogs have limited telepathy with a range of 30 feet.

Low-Light Vision: Urogs have low-light vision.

Skilled: Urogs gain an additional skill rank at 1st level and each level thereafter.

VERTHANI





VERTHANI

LAND
30 FEET

HUMANOID (VERTHANI)

Easily Augmented: Verthani have spent a long time implanting devices into their bodies. A verthani can install an additional augmentation (cybernetics only) into one system that already has an augmentation.

Low-Light Vision: Verthani have low-light vision.

Skill Focus: Verthani are highly skilled, though individually they tend to focus on a particular discipline. Verthani gain Skill Focus as a bonus feat.

Skin Mimic: Verthani can manipulate the pigments in their skin at will and with astonishing precision, creating bright decorative patterns or deceptive camouflage. A verthani who stays stationary for 1 round gains a +10 racial bonus to Stealth checks (this bonus doesn't stack with the *invisibility* spell or similar effects). If the verthani takes any action, they lose this bonus until they once again spend 1 round remaining still. A verthani wearing clothing or armor that covers more than one-quarter of their body can't use this ability.

VESK





VESK

LAND
30 FEET

HUMANOID (VESK)

Armor Savant: Vesks use armor in a way that complements their uniquely sturdy physiology. When wearing armor, they gain a +1 racial bonus to AC. When they're wearing heavy armor, their armor check penalty is 1 less severe than normal.

Fearless: Vesks receive a +2 racial bonus to saving throws against fear effects.

Low-Light Vision: Vesks have low-light vision.

Natural Weapons: Vesks can attack with a special unarmed strike that deals lethal damage, doesn't count as archaic, and threatens squares. Vesks gain a special version of the Weapon Specialization feat with this unarmed strike at 3rd level, allowing them to add $1\frac{1}{2} \times$ their character level to their damage rolls for this unarmed strike (instead of just adding their character level, as usual).

VLAKA





VLAKA

LAND
30 FEET

HUMANOID (VLAKA)

Buoy: As a standard action, a vlaka can spend 1 RP to restore 1 RP to an ally within 30 feet. A vlaka can't use this ability again until they have taken a 10-minute rest to regain Stamina Points.

Cold Resistance: Vlakas have cold resistance 5 that stacks with one other source of cold resistance.

Cooperative: Vlakas gain a +2 bonus to skill checks for the aid another action and to attack rolls to provide harrying fire. A creature using the aid another action to assist a vlaka gains a +2 bonus to the skill check.

Perceptive: Vlakas gain a +2 bonus to Perception and Sense Motive checks.

Versed: See *Alien Archive 2* page 135.

Vlaka Senses: Vlakas can be born with one of three possible sets of senses. See *Alien Archive 2* page 135.

Blind: A blind vlaka has blindsight (scent) 30 feet, blindsight (sound) 60 feet, and the blinded condition.

Deaf: A deaf vlaka has blindsight (scent) 30 feet, low-light vision, and the deafened condition.

Hearing and Sighted: The vlaka has blindsense (scent) 30 feet and low-light vision.

WRIKREECHEE





WRIKREECHEE

LAND
20 FEET

MONSTROUS HUMANOID (AQUATIC)

Amphibious: Wrikreechees are able to breathe both water and air normally.

Cooperative: Wrikreechees spend much of their lives in close contact with one another, learning to predict their neighbors' reactions and coordinate their actions. A wrikreechee gains a +2 bonus to skill checks for the aid another action and to attack rolls to provide harrying fire. A creature using the aid another action to assist a wrikreechee's skill check gains a +2 bonus to their check.

Darkvision: Wrikreechees have darkvision with a range of 60 feet.

Sheltering: A wrikreechee instinctively knows how to exploit sources of cover. When a wrikreechee is benefiting from partial cover, cover, or improved cover, the granted bonus to their AC and Reflex saves increases by 1.

Snag: Thanks to the feathery material lining their forelimbs, a wrikreechee is adept at grabbing small prey. A wrikreechee gains a +4 bonus to attack rolls when attempting to grapple a creature smaller than themselves. As a full action, a wrikreechee can make two attempts to grapple a creature with a -4 penalty to the attack rolls.

Swimmer: Wrikreechees have a swim speed of 30 feet.

YSOKI



YSOKI



LAND
30 FEET

HUMANOID (YSOKI)

Cheek Pouches: Ysoki can store up to 1 cubic foot of items weighing up to 1 bulk in total in their cheek pouches, and they can transfer a single object between hand and cheek as a swift action. A ysoki can disgorge the entire contents of their pouch onto the ground in their square as a move action that does not provoke an attack of opportunity.

Darkvision: Ysoki have darkvision with a range of 60 feet.

Moxie: Ysoki are scrappy and nimble even when the odds are against them. A ysoki can stand from prone as a swift action. Additionally, when off-kilter, a ysoki does not take the normal penalties to attacks or gain the flat-footed condition. When attempting an Acrobatics check to tumble through the space of an opponent at least one size category larger than himself, a ysoki receive a +5 racial bonus to the check.

Scrounger: Ysoki receive a +2 racial bonus to Engineering, Stealth, and Survival checks.

OCCUPATIONS

accountant, active duty military, actor, aircraft pilot, ambassador, archivist, armorer, arms dealer, artificial intelligence programmer, artist, assassin, asteroid miner, astrogator, astrologer, astronomer, astrophysicist, banker, bartender, big game hunter, biochemist, bioethicist, biotechnician, black marketeer, bodyguard, bouncer, bounty hunter, cat burglar, chaplain, clerk, clone, colonist, communications officer, computer programmer, concierge, cook, corporate executive, corporate professional, corporate techmage, cosmologist, courier, criminal, customs officer, cyberneticist, dancer, deckhand, deep sea diver, detective, diplomat, dockworker, doctor, drifter, driver, drug dealer, editor, electrician, empath, engineer, ensign, entertainer, esotericist, ex-con, explorer, exterminator, factory worker, farmer, fashion designer, fashion model, field researcher, fire fighter, food stall proprietor, force field technician, gambler, game designer, gang member, Gap historian, geneticist, ghost hunter, governor, grifter, guerilla, guide, hacker, hazardous materials specialist, holo artist, holo film director, hotelier, hunter, hydroponics farmer, journalist, junker, knight, lab technician, law enforcement officer, lawyer, librarian, linguist, locksmith, long-haul cargo pilot, maintenance

OCCUPATIONS

worker, manager, martial artist, mercenary, merchant spacer, metallurgist, midwife, military officer, military veteran, musician, nanotechnician, negotiator, noble, nurse, online influencer, personal servant, planetary surveyor, philosopher, pilgrim, playwright, plumber, politician, priest, private investigator, professional athlete, professional vidgamer, professor, psychiatrist, quartermaster, reactor technician, reformed criminal, refugee, repair technician, reporter, research scientist, restaurant worker, retail worker, revolutionary, robot programmer, roboticist, scholar, scientist, scout, scrapper, sculptor, security guard, sensor technician, shop owner, shuttle pilot, singer, smuggler, sociologist, software developer, solarian weapon crystal crafter, space pirate, space traffic controller, spy, starship builder, starship captain, starship chief mate, starship designer, starship engineer, starship gunner, starship magic officer, starship pilot, starship science officer, Steward, stockbroker, stowaway, telepath, terraforming engineer, therapist, tinkerer, tour operator, trader, undead slayer, vehicle mechanic, video personality, weapon designer, welder, writer, xenoanthropologist, xenoarchaeologist, xenobiologist, xenopathologist, zero-g architect, zero-g construction worker

PERSONALITY TRAITS

abrasive, abrupt, absentminded, adaptable, adventurous, aggressive, agreeable, alert, aloof, ambitious, amoral, amusing, angry, anxious, apathetic, argumentative, articulate, artificial, ascetic, assertive, athletic, attractive, authoritarian, avant-garde, barbaric, benevolent, bizarre, blunt, boisterous, brilliant, businesslike, busy, calculating, callous, calm, captivating, careless, caring, casual, cautious, cerebral, charismatic, charming, cheerful, childish, clean, clever, clumsy, coarse, cold, compassionate, competitive, compulsive, confident, conformist, confused, conscientious, conservative, considerate, contemplative, conventional, cooperative, courageous, courteous, cowardly, crafty, crass, creative, cruel, cultured, curious, cute, cynical, daring, decadent, deceitful, decisive, dedicated, delicate, demanding, desperate, despondent, destructive, determined, devious, dignified, dirty, disciplined, discreet, dishonest, disloyal, disobedient, disorderly, disrespectful, dissolute, domineering, dramatic, dull, dutiful, ebullient, educated, egocentric, elegant, eloquent, emotional, empathetic, energetic, enigmatic, enthusiastic, envious, erratic, erudite, excitable, extravagant, faithful, faithless, fanatical, fatalistic, fickle, focused, foolish, forgetful, forgiving,

PERSONALITY TRAITS

formal, forthright, friendly, generous, glamorous, gloomy, greedy, grim, gullible, happy, hardworking, hedonistic, heroic, hesitant, honest, honorable, hostile, humble, humorous, idealistic, idiosyncratic, ignorant, imaginative, impatient, impersonal, impressionable, impulsive, independent, insecure, insightful, insincere, intelligent, intense, intuitive, irreligious, irreverent, kind, lazy, logical, loving, loyal, meddlesome, mellow, messy, methodical, misguided, modern, modest, moralistic, morbid, mystical, naive, narcissistic, narrow-minded, noncommittal, nonconformist, observant, obsessive, odd, old-fashioned, open-minded, opinionated, opportunistic, optimistic, outspoken, pacifist, paranoid, paternalistic, patient, persuasive, pessimistic, political, pompous, predictable, preoccupied, pretentious, private, protective, proud, quiet, radical, reactionary, relaxed, reliable, religious, repressed, reserved, respectful, robotic, rude, sarcastic, scholarly, secretive, self-conscious, self-sufficient, selfish, sensual, skeptical, skillful, soft-spoken, solemn, solitary, stern, stoic, stubborn, stylish, superficial, sympathetic, tactless, treacherous, trendy, trusting, unconventional, unctuous, understanding, ungrateful, unpredictable, urbane, vindictive, vivacious, warm, whimsical, wise, youthful

INSTRUCTIONS

Starfinder Alien Character Deck is a rules reference for a wide variety of playable alien races and can function as a random character generator for both players and GMs. Each card depicts a sample member of a playable species on the front and presents that species' racial traits on the back.

As a player, you can draw a card to randomly decide the race of your next character, or simply choose one. Use the art to specifically represent your character or as an example of how your species typically appears to show other players. While playing, keep the card next to your character sheet for a quick reminder of your racial traits.

As a GM, you can easily populate almost any location in your game with interesting alien background characters—with art to show to your players—by randomly drawing a selection of cards. To quickly generate a few details for a more memorable NPC, choose options from both the **Occupations** card and the **Personality Traits** card. And while NPCs might normally have slightly different abilities, you can use the racial traits on the card backs for rules reference as needed.

INSTRUCTIONS

ALIEN CHARACTERS

As always, it's up to the GM to decide whether to allow player characters of these aliens in their game. All playable alien races are considered to be able to hold and wield two hands' worth of weapons and other equipment (unless otherwise noted). Similarly, any playable alien can purchase and use the equipment presented in various Starfinder books regardless of their specific physiology, but they might have to adjust gear originally created for a different race before they can use that gear effectively (at the GM's discretion). The GM can also opt to treat nonhumanoid player races as humanoids for the purposes of spells and other abilities.

ICONS



SMALL



MEDIUM



LARGE



SPEED

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